AMENDMENTS TO THE CLAIMS

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. (**Currently Amended**) A vector animation interactive service method for implementing an interactive function of a vector animation by interlocking a plug-in technology used in a browser executed in a mobile communication terminal with a vector animation technology, the vector animation interactive service method comprising the steps of:

a) requesting a supply of a WAP page through a wireless Internet;

b) downloading a WML script constituting the WAP page;

c) transferring the WML script to an embedded plug-in, and processing and converting a portion, which includes information for an image and a dynamic image or execution information for a game, in the WML script[[, at]] into a variable value for conversion in the embedded plug-in;

d) transferring the information processed at the variable value to a vector graphic engine; and

e) displaying or executing the image, the dynamic image or the game through the vector graphic engine.

2. (Original) The vector animation interactive service method as claimed in claim 1, wherein step b) comprises of downloading at least one of a string, the information for the image and the dynamic image and the execution information for the game, which constitute the WAP page, through the WML script.

3. (Original) The vector animation interactive service method as claimed in claim 2, wherein the information for the dynamic image and the execution information for the game indicate locations of the information for the dynamic image and the execution information for the game through a text-type URL information.

4. (Original) The vector animation interactive service method as claimed in claim 1, wherein, in step c), when location information of the information for the image and the dynamic image or the execution information for the game is transferred from the browser to the embedded plug-in, the embedded plug-in downloads the information for the image and the dynamic image or the execution information for the game according to the location information, and processes the downloaded information at the variable value.

5. (Original) The vector animation interactive service method as claimed in claim 1, wherein, in step c), when the browser downloads the information for the image and the dynamic image or the execution information for the game and transfers the downloaded information to the embedded plug-in together with the WML script, the embedded plug-in processes the received information at the variable value.

6. (Original) The vector animation interactive service method as claimed in claim 1, wherein step d) comprises of transferring a control authority for the portion including information for the image and the dynamic image or the execution information for the game to the vector graphic engine together with variable value.

7. (Original) The vector animation interactive service method as claimed in claim 1, wherein step d) comprises of additionally transferring layout information for a display of the image or the dynamic image or an execution of the game to the vector graphic engine.

8. (Original) The vector animation interactive service method as claimed in claim 7, wherein the layout information includes an X coordinate and a Y coordinate of a start point, and a horizontal length and a vertical length of a layout.

9. (Original) The vector animation interactive service method as claimed in claim 1, wherein the vector animation, in which only a sprite constructed by mathematical formulas moves without change in a background, has a very small size of a transmitted file and a very small transmission bandwidth.

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10. (**Currently Amended**) A mobile communication terminal for providing a vector animation interactive service, the mobile communication terminal comprising:

a WAP browser[[,]] configured to couple to a wireless Internet via a mobile communication network and retrieve and receive information;

an embedded plug-in coupled to the WAP browser; and

a vector graphic engine coupled to the WAP browser~~in order to connect to a wireless Internet via a mobile communication network and retrieve and receive information,~~

wherein the mobile communication terminal is configured to download[[s]] and analyze[[s]] a WML script constituting a WAP page of the wireless Internet, to process[[es]] and convert a portion, which indicates information for an image and a dynamic image and execution information for a game, in the WML script[[, at]] into a variable value ~~for conversion~~ through the embedded plug-in, to transfer[[s]] the variable value and a control authority for the portion to the vector graphic engine, and to perform[[s]] a display of the image and a dynamic image or an execution of the game on the WAP browser through the vector graphic engine.

11. (Original) The mobile communication terminal as claimed in claim 10, wherein the embedded plug-in provides an effect of direct execution on the WAP browser, so that the embedded plug-in is well utilized for implementing multimedia.

12. (Original) The mobile communication terminal as claimed in claim 10, wherein the information for the dynamic image and the execution information for the game indicate locations of the information for the dynamic image and the execution information for the game through a text-type URL information.

13. (Original) The mobile communication terminal as claimed in claim 12, wherein, when the URL information is transferred to the embedded plug-in, the embedded plug-in downloads the information for the image and the dynamic image or the execution information for the game according to the URL information, and processes the downloaded information at the variable value.

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14. (Original) The mobile communication terminal as claimed in claim 12, wherein, after the WAP browser downloads the information for the image and the dynamic image or the execution information for the game according to the URL information and transfers the downloaded information to the embedded plug-in, the embedded plug-in processes the received information at the variable value.